



Richard Garriott ✓
@RichardGarriott



Team? Starting about 1975, I made DND1-DND28, then ""Akalabeth", then Ultima I, II, III & IV essentially alone! I was the whole team. Only starting with Ultima V was there a modest sized "team"!

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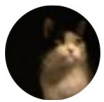


Stuart Sullivan @ReddMcKnight · 3 nov. 2020
@RichardGarriott

Hi! If you have time to answer a fan of Ultima 3, what was the general atmosphere of your team/office while developing Ultima 3? It was the third one, so I'm curious what the general response was when you said "We're making a third one!" Thanks!

12:17 p. m. · 3 nov. 2020 de Manhattan, NY · Twitter for iPhone

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A different era! How long did it take you to make each one?



1



4



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The pre-Ultima games took weeks each. Ultima I months. Ultima II more than a year. Ultima IV almost two years. That's when it became clear a team would help.



3



1



26



Personas relevantes



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Inventor, astronaut, explorer, videogame entrepreneur; Author of "Explore/Create"; President-elect of [@ExplorersClub](#); Married to [@LaetitiaGdC](#); Join me in [#SotA](#)!



Stuart Sullivan
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